Category 1 - Technical Skills

Entry Level:

1.What is the primary purpose of a wireframe in UI/UX design?

- A. To outline the basic layout and structure of a webpage or application.

- B. To add colors and visual elements to a design.

- C. To write code for the backend functionality.

- D. To create animations for user interactions.

- Correct Answer:A.

2. Define the term "user persona" in the context of UX design

- A. A tool for generating wireframes.

- B. A programming language used for web development.

- C. A fictional representation of the target user based on research, guiding design decisions.

- D. A type of font commonly used in UI design.

Correct Answer:C.

3. What does UI stand for in UI/UX design?

- A. User Interaction.

- B. User Interface.

- C. User Instruction.

- D. User Involvement.

Correct Answer:B.

4. Name one commonly used tool for creating wireframes in UI/UX design.

- A. Photoshop.

- B. Sketch.

- C. Excel.

- D. PowerPoint.

Correct Answer B.

5. \*What is the purpose of usability testing in UI/UX design?

- A. To identify and address usability issues by observing user interactions.

- B. To add visual effects to a design.

- C. To write code for backend functionality.

- D. To create wireframes.

Correct Answer: A.

6. What is the main goal of responsive design?

- A. To make the website load faster.

- B. To ensure a seamless user experience across various devices and screen sizes.

- C. To add complexity to the design.

- D. To make the website look visually appealing.

Correct Answer:B.

7. What is the purpose of a style guide in UI/UX design?

- A. To create animations.

- B. To develop wireframes.

- C. To provide standardized design and branding elements for consistency.

- D. To write code.

Correct AnswerC.

8.What is the importance of accessibility in UI/UX design?

Options:

- A. To make the website load faster.

- B. To ensure the design looks visually appealing.

- C. To ensure usability for people with diverse abilities, promoting inclusivity.

- D. To create wireframes.

Correct Answer:.

9. In UI/UX design, what does IA stand for?

- A. Interactive Animation.

- B. Interactive Audio.

- C. Information Architecture.

- D. Internet Application.

Correct Answer C.

10. What is the main role of a UI designer

- A. To focus on the backend functionality.

- B. To focus on the visual aspects of the interface.

- C. To write code for the website.

- D. To conduct usability testing.

Correct Answer:B.

Intermediate Level:

11. Describe the difference between UI and UX design.

Options: - A. UI focuses on the visual elements, while UX focuses on the functionality and user experience.

- B. UI focuses on the functionality, while UX focuses on the visual elements.

- C. UI and UX are the same thing.

- D. UI and UX are unrelated to each other.

- \*\*Correct Answer:\*\* A.

12. What are microinteractions in UI/UX design

- A. Large-scale animations.

- B. Small, subtle interactions that enhance user experience.

- C. Interactive wireframes.

- D. Visual effects.

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13. the concept of "affordces" in UX design

- A. Visual or sensory cues that suggest how users can interact with an element.

- B. Fonts used in UI design.

- C. Animation effects.

- D. Tools for wireframing.

- \*\*Correct Answer:A.

14. Name one key principle of the Gestalt principles in design.

- A. Proximity.

- B. Typography.

- C. Animation.

- D. Wireframing.

- \*\*Correct Answer:\*\* A.

15. What is the purpose of A/B testing in UI/UX design?

- A. To compare two different versions of a design to determine which one performs better.

- B. To add animations to the design.

- C. To create wireframes.

- D. To write code.

- \*\*Correct Answer:\*\* A.

16. Define the term "Design System" in UI/UX design.

- A. A set of principles guiding the development of a website.

- B. A tool for creating wireframes.

- C. A collection of reusable components and guidelines for consistent design.

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